

Exhibit

1

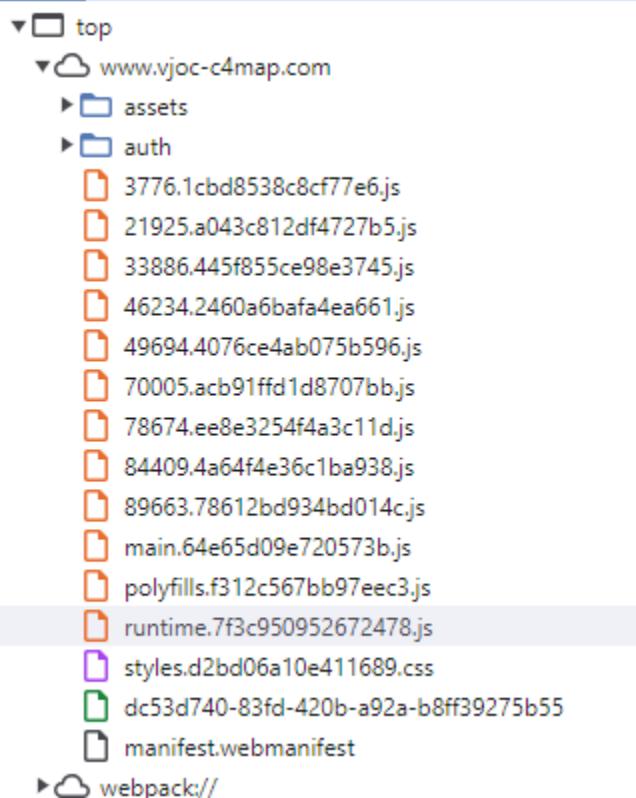
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Below please find step-by-step directions for how to find, review, and capture the Max Minds, LLC applications and associated source code as being served publicly on the internet by TEG.

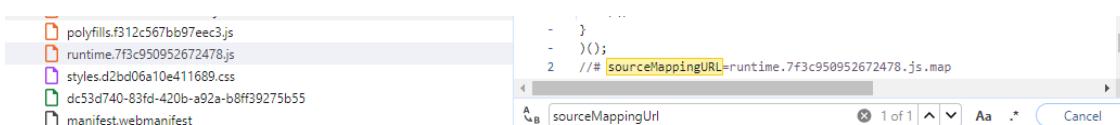
To Identify the Source Map Files

Note: Source map files are not shown in Chrome / Edge browser Developer Tools, but their file names can be determined, and they can be requested and viewed in the browser.

1. Navigate to a website.
2. Open the Chrome Developer Tools.
3. Select the Sources tab.
4. In the Page navigation pane, expand the top node.
5. Then expand the node that contains the top-level address of the website.



6. Then click on any of the transpiled .js or .css files to display them. These files have a random-appearing alphanumeric file name. For example, runtime.7f3c950952672478.js or 89663.78612bd934bd014c.js.
7. Then search for the string `sourceMappingURL=`, which will be at the end of the file. The value to the right of equals sign will be the selecting filename plus ".map".



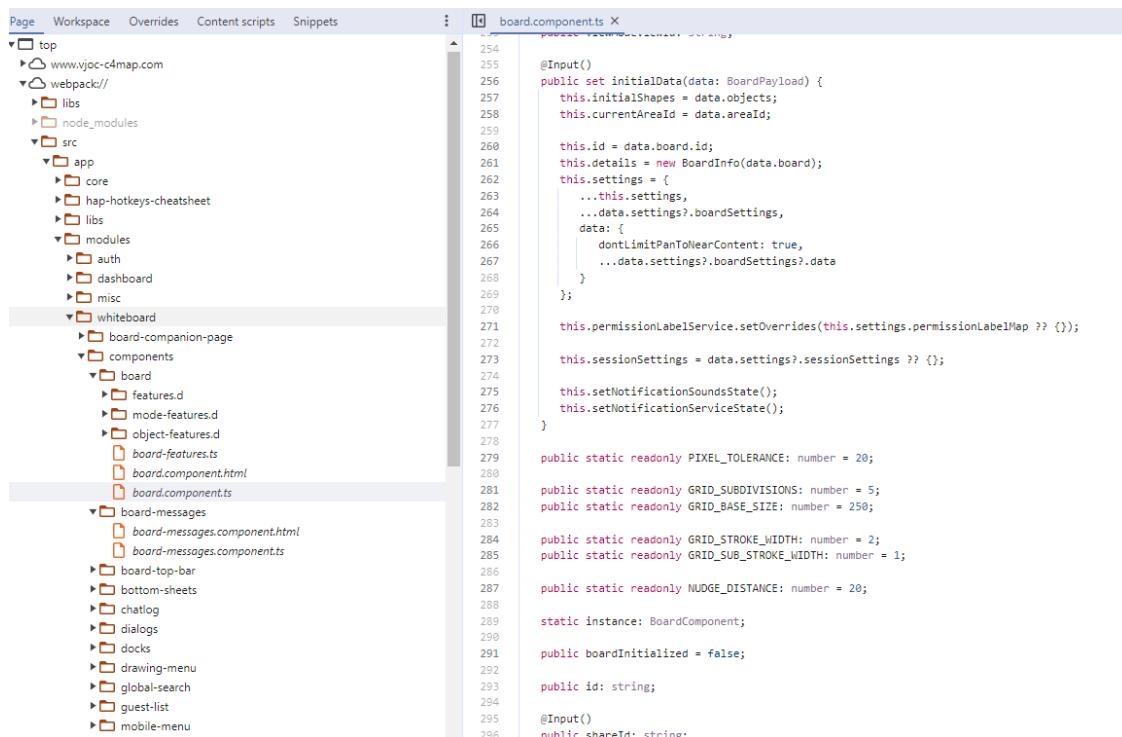
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8. To view the content of the source map file, concatenate the base website address with the full map file name. For example: <https://www.vjoc-c4map.com/runtime.7f3c950952672478.js.map>.
9. Paste that web address into a new browser tab. Some files are quite large and will take a while to load.
10. Source map files that were not stripped of the source code will contain the keys sourceRoot and sourcesContent. Both keys will have values.

To View Source Code

These steps allow you to view the Haptic source code made available from TEG generating full source maps during the build process

1. Navigate to a website.
2. Open the Chrome Developer Tools.
3. Select the Sources tab.
4. In the Page navigation pane, expand the top node.
5. Then expand the webpack:// node
6. Then expand the src node
7. Among all child files and nodes, nearly every file ending in .ts, .html contains the actual source code. For example:



The screenshot shows the Chrome Developer Tools Sources tab. The left sidebar displays a tree view of files under the 'src' directory, including 'app', 'core', 'modules', and 'whiteboard'. Under 'whiteboard', there are sub-directories like 'board', 'board-messages', and 'board-top-bar', along with files such as 'board-component.html', 'board-component.ts', and 'board-messages.component.ts'. The right panel shows the content of the 'board-component.ts' file. The code is annotated with line numbers from 254 to 296. It includes imports for '@Input()', 'BoardPayload', 'BoardInfo', 'BoardComponent', 'BoardComponentService', 'BoardMessagesComponent', 'BoardMessagesService', 'BoardTopBarComponent', and 'BoardTopBarService'. The code sets initial data, initializes shapes, and handles various settings and events related to the board component.

```

Page Workspace Overrides Content scripts Snippets
top
  www.vjoc-c4map.com
  webpack://
    libs
    node_modules
  src
    app
      core
      hap-hotkeys-cheatsheet
      libs
      modules
        auth
        dashboard
        misc
        whiteboard
          board-companion-page
          components
            board
              features.d
              mode-features.d
              object-features.d
              board-features.ts
              board.component.html
              board.component.ts
            board-messages
              board-messages.component.html
              board-messages.component.ts
            board-top-bar
            bottom-sheets
            catalog
            dialogs
            docks
            drawing-menu
            global-search
            guest-list
            mobile-menu
  board.component.ts X
  254 @Input()
  255 public set initialData(data: BoardPayload) {
  256   this.initialShapes = data.objects;
  257   this.currentAreaId = data.areaId;
  258
  259   this.id = data.board.id;
  260   this.details = new BoardInfo(data.board);
  261   this.settings = {
  262     ...this.settings,
  263     ...data.settings?.boardSettings,
  264     data: {
  265       dontLimitPanToClearContent: true,
  266       ...data.settings?.boardSettings?.data
  267     }
  268   };
  269
  270   this.permissionLabelService.setOverrides(this.settings.permissionLabelMap ?? {});
  271
  272   this.sessionSettings = data.settings?.sessionSettings ?? {};
  273
  274   this.setNotificationSoundsState();
  275   this.setNotificationServiceState();
  276
  277   public static readonly PIXEL_TOLERANCE: number = 20;
  278
  279   public static readonly GRID_SUBDIVISIONS: number = 5;
  280   public static readonly GRID_BASE_SIZE: number = 250;
  281
  282   public static readonly GRID_STROKE_WIDTH: number = 2;
  283   public static readonly GRID_SUB_STROKE_WIDTH: number = 1;
  284
  285   public static readonly NUDGE_DISTANCE: number = 20;
  286
  287   static instance: BoardComponent;
  288
  289   public boardInitialized = false;
  290
  291   public id: string;
  292
  293   @Input()
  294   public shareId: string;
  295
  296
  
```

NOTE: When we (Max Minds, LLC, d.b.a. Alleo) build the source, we run a script that strips the code from the source maps, specifically removing the sourceRoot and sourcesContent keys from the map files. This leaves in line number information which is useful when viewing Developer Tools console logs. Then when viewed in Developer

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Tools, even though the same directory structure and file list is shown, the content is only our index.html file plus a build process generated script block at the end with links to the transpiled files. Our process therefore protects our source code and allows us to support the application. TEG is irresponsibly making our source code accessible to the entire world.

Downloading All Website Resources

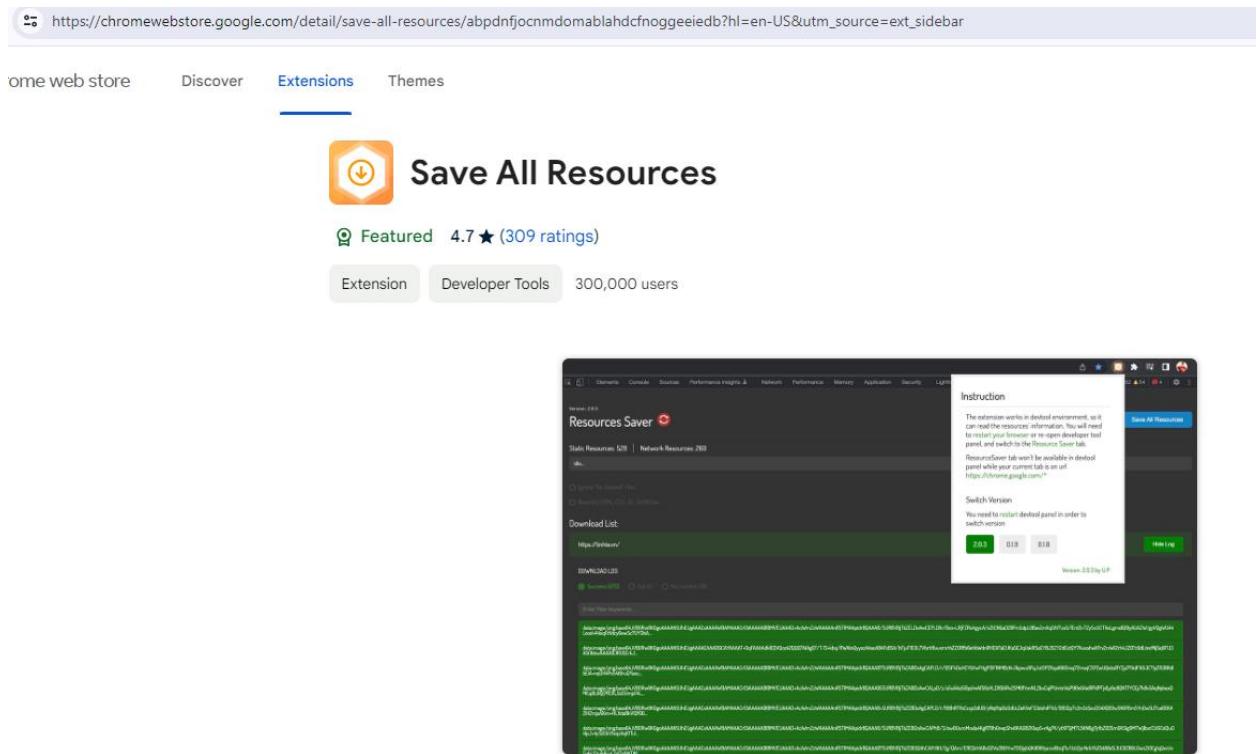
Note: This process depends on the use of the extension "Save All Resources" which can be acquired from the Chrome Web Store.

Documentation: <https://chromewebstore.google.com/detail/save-all-resources/abpdnfjocnmdomablahdcfnoggeeiedb>

The source code of the extension can be acquired, modified if desired, built, and imported locally to Chrome or Edge. See <https://github.com/up209d/ResourcesSaverExt>.

To easily download all website resources, including source code made available by TEG including the full source maps:

1. Search the Chrome web store for the "Save All Resources" extension.

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Overview

Save all resources files with retaining folder structure.

Chrome Extension for one click downloading all resources files and keeping folder structures.

2. Add the extension to the browser. After install, the extension can be seen and managed as an extension when navigating to chrome://extensions.

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The screenshot shows the Chrome extensions page. At the top, there is a header with the Chrome logo and the URL "chrome://extensions". Below the header, there are three buttons: "Add to Chrome", "Pack extension", and "Update". A search bar with the placeholder "Search All Resources" is located on the right. The main area displays a list of extensions. One extension is highlighted: "Save All Resources 2.0.6". The description for this extension is: "Save all resources files with retaining folder structure." The ID is listed as "ID: abpdnfjocnmdomablahdcfnoggeeiedb". Below the extension details, there are "Details" and "Remove" buttons, and a toggle switch which is turned on.

3. Navigate to a website.
4. Open the Chrome Developer Tools.
5. Select the ResourcesSaver tab. Note the version # shows 0.1.8, but the actual version is 2.0.6. They just didn't update the version number in the UI.
6. Check all available options (see image below).

Resources Saver

- Keep all "No Content" files
- Compress all assets & download at once **(Recommended)**
- Beautify JS,HTML,CSS code before download.
- Download from all domains in current resources.
- Save resource contents from system cache.
- Include all assets by XHR requests (require page reload).

Requests: 37 | Static Resources: 1914

7. Wait a while to allow the extension to find all available resources. When it has, the indicator with a count of Requests and Static Resources will stop incrementing. Note: If you are too quick, you won't get all of the site resources.
8. Click the "Save All Resources" button.
9. A zip file is downloaded that contains all the site resources.